

VIDEO GAME CARTRIDGE
FOR THE ATARI 5200 SUPERSYSTEM

ATARI[®] 5200[™]

THE YEAR'S ARCADE HIT WITH REAL ACTION GRAPHICS

POLE POSITION



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Insert your 5200™ game cartridge so the label faces you and reads right-side-up. Be sure the cartridge is firmly seated in the center of the console, but do not force it. Then press the **POWER** switch on. *See your Owner's Manual for further details.*



TABLE OF CONTENTS

1. Grand Prix Finish	1
2. Game Summary	2
3. Game Play	3
4. Options	5
5. Using the Controller	6
6. Trak-Ball™ Option	6
7. Scoring	7
8. Helpful Hints	8



1. GRAND PRIX FINISH

You're on the final lap. Grand Prix driver Nick Monelli is holding first place like grim death, but you're determined to get him. You slip in behind him and put on the pressure: closing tight and left, backing off, closing in. But try as you will, you can't get by him. Monelli stays fixed and unshakable, and time is running out.

Coming up is the dangerous right-hand curve before the finishing straight, a chance to pass if you're lucky and untold enough. If only Monelli would make a mistake, just one! Then like the answer to a prayer, it happens. Monelli brakes too late going into the curve and

slides to the outside zone. That's it! You jam your foot to the floor and go for an inside pass. But Monelli recovers in time, switches back to the inside, and forces you onto the shoulder. You're heading straight for a road sign at 150 mph.

You miss the sign by a squeal and swerve back onto the track, but the damage is done. Monelli has a 1-second lead going into the final straight. Flat out at 150 mph, you pull up wheel-to-wheel and fight down to the finish line. Then, coming forth a final burst of speed, you shoot past and cross with the flag victor by a hair!

PREPARE TO QUALIFY

FASTER! FASTER!

2. GAME SUMMARY

The object of **POLE POSITION** is to finish the big race in the shortest possible time and score maximum points. But before you can enter the race, you have to qualify for it by completing the Qualifying Lap in 75 seconds or less. If you qualify, you're assigned one of eight positions in the starting lineup and you earn a Position Bonus. The faster your lap time, the better your position, and the more bonus points you score. Try for the number one spot: the Pole Position.

If you don't qualify, you can race until the Race Timer runs out after 90 seconds. You score 50 points every 5 meters and earn 50 bonus points every time you pass a car. When the timer runs out, your passing bonus is added to your score. Then **GAME OVER** (plus the race and

lap options) appears on your screen. Press the **START** button to repeat the Qualifying Lap.

NOTE: **POLE POSITION** goes into Auto Play mode approximately 1 minute after **GAME OVER** appears on your television screen.

In the big race, you're racing against time as well as other cars. If you fail to beat the Race Timer on any lap, you're dropped out of the race. After your passing bonus is added to your score, the game ends. Press **START** and qualify for the next race.

If you complete the final lap and cross the finish line, you're a real winner! You score high on distance covered, collect a passing bonus, and earn 200 bonus points for each second left on the Race Timer.

PREPARE TO RACE

3. GAME PLAY

QUALIFYING LAP The Qualifying Lap is one complete circuit of the race course.



Your starting position and Position Bonus appear in the center of the screen at the end of the Qualifying Lap when you qualify for the big race.

Pole Position and 4000 bonus points: you must do the lap in 58 1/4 seconds (58'30) or less. See Section 7 (SCORING), for other Position Bonuses.



A lap time of 73 seconds (73'00) qualifies you for eighth place in the starting lineup and earns you 200 bonus points. To win the

THE RACE Four starting lights blink the countdown. Shift into low gear on the red lights and move out fast on the green. Shift into high gear when you're up to speed. See Section 5 (USING THE CONTROLLER) for car controls.

Complete the first lap in 75 seconds or less to earn Extended Play time and go on racing. Each time you beat the Race Time, you earn more racing time until you're on the first lap. A race can have as many as eight laps (see Section 4 (OPTIONS)). The lap you're on



and your lap time appear at the top right of the screen.

PASSING BONUS Your passing bonus (50 points per car) appears in the center of the screen at the end of the race, or at the end of the Qualifying Lap if you fail to qualify for the race.

PASSING BONUS 50 x 20

THE FINISH Victory is at hand when crossed checkered flags flash on your screen, but you're not a winner until you cross the finish line.



TIME BONUS If seconds remain on the Race Timer at the end of the race, you earn a time bonus of 200 points per second. The time bonus appears in the center of the screen and is followed by your total lap time for the race.

TIME BONUS 200 x 10

TOTAL TIME 112'40

SMASHUP: If you smash into another car or a road sign, your car explodes. You live to continue the race, but you lose a lot of time. Lost time means lost points.

DRIVING OFF THE TRACK: You can drive onto the red-and-white shoulder and the grass, but it slows you down.



4. OPTIONS

RACES: In order of difficulty, the races are:

- PRACTICE RUN
- MALIBU GRAND PRIX
- RAMBO SPEEDWAY
- ADAM GRAND PRIX

The level of difficulty depends upon the number of cars on the track. **POLY POSITION** is set for the Malibu Grand Prix.

There are no other cars on the track in the **PRACTICE RUN**.

You're racing against the **Face Timer** to improve your lap time and driving skills. Total time for the run appears on your screen at the end of the final lap.

LAPS: You can choose from one to eight laps per race or practice run. **POLY POSITION** is set for four laps.

SELECTING OPTIONS: Press the **+** key on the keypad to select races or the practice run. Press the **#** key to select the number of laps in the race.

5. USING THE CONTROLLER

Plug a **5200** controller into jack 1 on the front of the console unit.

GAME CONTROLS

START: Press **START** to begin the Qualifying Lap. Press **PAUSE**

before **START** to interrupt the race and return to the Qualifying Lap.

PAUSE: Press **PAUSE** to stop the race temporarily. Press it again to continue.

RESET Press RESET to display the options. Press FALSE before RESET to interrupt a race and display the options.

CAR CONTROLS

TO START AND ACCELERATE Press and hold in one or both of the bottom red buttons on your controller. Always start in low gear.

TO SHIFT GEARS Move the joystick up for low gear, down for high gear. Top speeds are 105 mph in low gear, 190 mph in high gear.

TO STEER Move the joystick right or left.

TO BRAKE Press one or both of the top red controller buttons.

TO SLOW DOWN Shift into low gear, take your finger off the accelerator button, or press the brake button.

Rock-Options

Brake



Up

Accelerator



6. TRAK-BALL™ OPTION

POLE POSITION can be played with an **AD&S TRAK-BALL** controller, which may be purchased separately. Plug the **TRAK-BALL** controller into jack 1 on the front of the console.

Use the ball to steer your car. Hold in one of the red fire but-

tons to start your car and keep it moving. Press one of the red auxiliary buttons to brake (see diagram).

On the keypad (left or right pad), press the 1 key to shift into low gear, the 7 key to shift into high gear, the * key to select

your race or practice run, and the **#** key to select the number of laps

START, **PAUSE**, and **RESET** operate as described in Section 5 **USING THE CONTROLLER**



7. SCORING

- 50 points for every 5 meters driven
- Time Bonus: 200 bonus points for each second left on the Race Timer at the finish
- Posing Bonus: 50 points per car

POSITION BONUS		
Position	Lap Time (seconds)	Points
POLE POSITION	68'50	4000
1st	69'00	3000
2nd	69'50	1400
3rd	70'00	1000
4th	70'50	800
5th	71'00	600
6th	72'00	400
7th	73'00	200

8. HELPFUL HINTS

MAKE A FAST START In the Qualifying Lap, be prepared to take off as soon as your Formula 1 racer appears on the screen. The start is everything when you're qualifying for position.

USE THE INSIDE TRACK Stay in the inside lane as much as possible. You can travel faster and maneuver more easily around other cars. On curves, it's easier to cross from the inside to the outside than the other way around.

GO FLY OUT ON STRAIGHTS This is where you can make time

AND SIDS Try to keep your car as straight as possible on the road to prevent spins. Landing slows you down and gives other cars a chance to cut distance you. Remember, you earn 50 points for every car you pass.

PASS ON THE SHOULDER Running on the red-and-white shoulder slows you down, but it can sometimes be the fastest and easiest way to overtake cars. Just be careful not to run into any road signs.



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